

ANCHORHOLD

The Anchorhold district consists of deep alpine valleys surrounded by tall peaks. The valleys themselves are rugged, narrow basins that extend deep into the mountains. Most can be walked from side to side in an hour or less, while traveling their length can take days. The climate is temperate but cold - in the highest valleys it borders on the subarctic.

Growing crops is hard work - the soil is poor, the growing season short, and sunlight often brief. Dedicated farmers can raise hardy crops like einkorn wheat and spelt. Goats and cattle are kept, with herds ranging high above the valley floors. Massive glacial erratics are scattered like the toys of giants, and many peaks are snow-covered even in high summer. Some valleys end in the tongues of huge, heavily crevassed glaciers.

THE HIGH ROAD

A

Ivorhold, the summer castle of lowland Duke Tiune Tuchua, looms over the broad, fertile valley that serves as the primary trade route up to Nechkethi Pass. The fortress is situated for controlling the valley rather than productive agriculture. Duke Tuchua is an ambitious man who would like to remove or suborn his hated rival, Duke Czummu, and gain control of the entire High Road. His first step along this path is the “anti-smuggling” blockade of the southern route, with troops stationed both above and below the village of Rám across the border from Lord Temu’s holdings. Above Ivorhold on three sides, magnificent mountains rise. Directly north is Nau Tuchaninut, the highest peak west of the pass.

B

Along the more southerly and difficult route from the lowlands to Valleymeet, pockmarked with enormous glacial erratics, the village of Rám is an oasis for thrifty merchants, smugglers, and those in-between. The local noble, Lord Ambin Temu, has more than a little larceny in his blood. As a vassal of Duke Czummu, he’s happy to take a cut from smugglers avoiding Duke Tuchua’s easier - and more heavily taxed - route down from Valleymeet. He is an opportunist and a scoundrel at heart. Temu’s current position is a difficult one, since Duke Tuchua is putting pressure on the southern route and choking off his own smuggler shakedown opportunities. Duke Czummu has been distracted lately, and Temu is feeling the urgent need to strike out on his own. The village’s unofficial “tax collector” is a sometime-mercenary named Anan Techmitim. Nearby footpaths into the mountains

to the east are a quick but hazardous way to get to and from Long Valley.

C

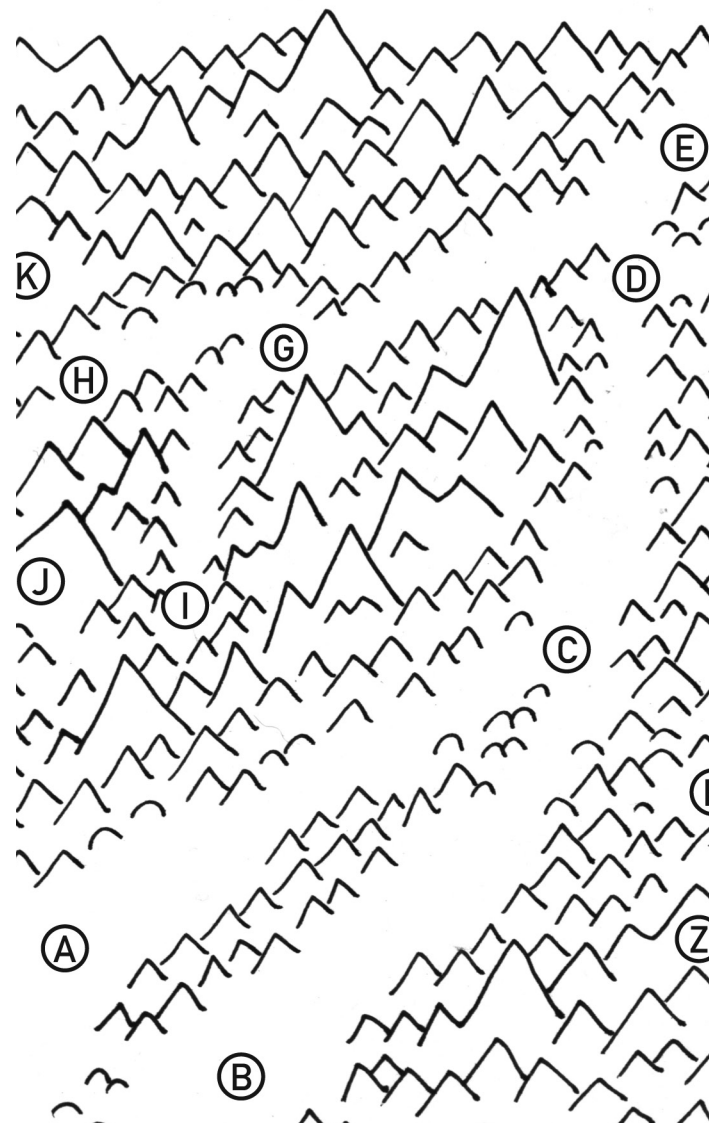
Valleymeet is a thriving town in the domain of Duke Tuchua and administered from Ivorhold, far below. The primary merchant base for caravans, Valleymeet is all business, run by a council of Burghers lead by Sánet Anio, an affable and deeply corrupt salt merchant. Duke Tuchua’s agents tax anyone continuing down the north valley route toward Ivorhold and the lowlands, as well as those who have enjoyed the well-maintained road coming up. Valleymeet is the largest settlement in the district.

D

Tayut Ninikaet is a small village and exists as a watering and resting point between Valleymeet and the pass in Summit valley. The village Reeve is Ranant Michmeba, a man who lives in mortal fear of Duke Czummu. On territory controlled by Duke Czummu, Tayut Ninikaet is at the head of a small valley that leads to footpaths up into the hills. These footpaths, known as “the Ninikaet” (Nini’s Pass), lead through the surrounding low peaks to the villages of Boen Tayut and Tayut Bithantuchu. A lively untaxed trade goes on between the three communities. In the center of the village, next to a stone well, sits a large cage. Inside is Een Mátamin, a smuggler who was found guilty of murdering two local girls. His sentence is to starve to death in public view.

E

The Knuckle is the imposing fortress of Duke Mumat Czummu, secular authority over the Pass. Customs, duties and tax collection for the monarch (with a helathy



cut for the Duke) occur here. The Knuckle is the last point of commerce and communication heading north - higher up lies Nechkethi Pass, above the treeline. The northerly holdings of Duke Mumat Czumu give him a firsthand view of what may be coming across the pass one day soon. He sees the need for an army to protect the Nechkethikaet. A show of force may be enough to prevent the northerners from trying to force the Pass, and in the worst case it would take a combined army to repel them. The loss of the Nechkethikaet would be catastrophic - they could effectively dictate terms at that point, and the King would be forced to parley to keep goods flowing south. With all this weighing heavily on his mind, the endless positioning and provocation of his lowland rival, Duke Tuchua, is little more than an annoyance. Duke Czumu's own efforts to nettle Tuchua - primarily through opening smuggling channels that circumvent the endlessly profitable northern route to and from the lowlands - are just a sideshow to the coming storm that will require genuine unity.

F

The Nechkethikaet, Nechkethi Pass, is the lowest pass in the kingdom's northern mountains. At the summit stands the Anchorhold, a fortified monastery where the militant Anchorite Brotherhood devote themselves to lives of harsh introspection and prayer. In times of war and invasion, their numbers are bolstered by levies from the Lords of the district. The Abbot, Narut Máthata, enforces rigid

discipline among his monks. Although Anchorhold offers little in the way of services to travelers, the monks do not turn away the desperate.

THE WESTERN VALLEYS

G

Othá Áyani is the ancestral home of Lady Nunea Tichechkin, Sorcerer-Witch and ruler of the western valleys. The Lady rules over land that has been in her family for generations. Her power is absolute and her people are little better than slaves. The lady's brother, Teor, has been banished with his most loyal followers "beyond the mountains", to the icy cirque of Umun Mamit. Teor is interested in his sister's title, his sister is interested in getting richer by sponsoring expeditions to the Nau Tuchaninut necropolis, and her people are interested in getting enough to eat. The stone fort of Othá Áyani and surrounding village are positioned at the mouth of Ribbon Lake Valley, where it intersects with West Valley. The Reeve of Othá Áyani is an old man named Eakem - Lady Tichechkin forbids the use of surnames among her peasants.

H

Tuchunau Tayut is a village at the head of a Ribbon Lake Valley. The village Reeve is Senoe, who, breaking tradition, is female. Senoe is a favorite of Lady Tichechkin, a former handmaiden trained in the magical arts. She is also a dis-

crete agent (and occasional lover) of the Lady's brother, Teor. From Tuchunau Tayut footpaths run through the mountains to the Umun Mamit cirque.

I

This dangerous valley, unsettled and unnamed, is the approach route to Nau Tuchaninut's northeastern slopes. The path is well-trod by treasure hunters, few of whom return. The valley ends in the tongue of a massive glacier, and enormous séracs totter on either side. The glacier's bergschrund is a nearly impassable rubble field of man-sized boulders, and the ice itself is a web of deep crevasses. A giant named Sonhu haunts the bergschrund, and it is his greatest joy to push down enormous ice séracs atop intruders.

J

Nau Tuchaninut is the largest peak to the west of the pass. It stands out on the skyline from the High Road and the Western Valleys. It is said that beneath Nau Tuchaninut the Dwarves dug deep mines to rich veins of gold and silver, guarded by their own masterwork traps and built palaces above with their riches. Now the peak is guarded by whatever unspeakable monsters have made the Dwarf-works their home. Whatever calamity befell the long-dead Dwarves is said to have originated underneath Nau Tuchaninut.

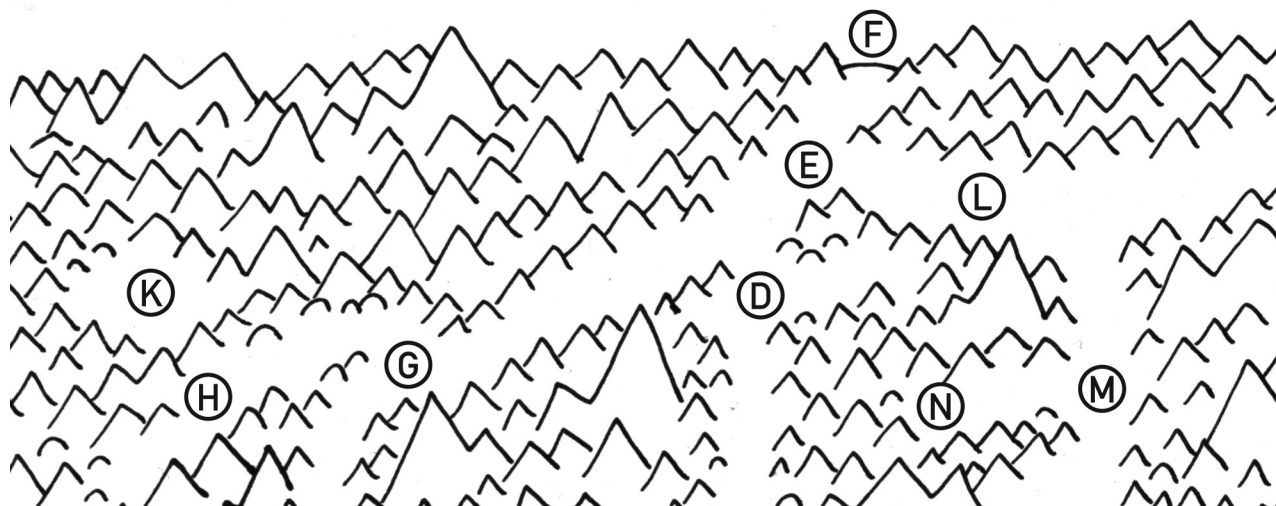
K

Umun Mamit, a cirque high in the mountains to the west of the pass, is the tiny domain of Lady Tichechkin's brother, the disgraced Teor Tichechkin. His subjects are only those who loyally followed him into exile, a hardscrabble community of no more than a hundred. There is no love lost between Nunea and Teor. Footpaths lead from here to Tuchunau Tayut, and a very long and rough footpath crosses the divide into the northern lands as well.

THE EASTERN VALLEYS

L

Boen Tayut, in High valley. Held by Duke Czumu, this prosperous village feeds the garrison at The Knuckle as well as the Anchorhold. The village Reeve is Katre Meochmanon, a savvy businessman and capable retired guide who has walked the High Valley all his life. Footpaths known as



“the Ninikaet” (Nini’s Pass) lead through the surrounding low peaks to the villages of Tayut Ninikaet and, in another direction, to Tayut Bithantuchu. A huge natural salt lick in the nearby mountains south of the village attracts abundant (and occasionally dangerous) wildlife.

M

From his fortress at Bith Othá, Lord Tan Bithan rules a high mountain domain. He’s at war with his neighbor, Lord Chánachutenon, although to dignify their furtive skirmishes as “war” is perhaps a step too far. Bithan hates Chánachutenon and they each want the entire Long Valley for themselves. Both are poor and fighting has made them poorer, but the fighting is going Bithan’s way - grindingly slow, drenched in blood. Bith Othá, Lord Tan Bithan’s fortress and the village beneath it, dominates the center of Long Valley. There is no Reeve, as Lord Bithan takes a personal and quietly unwelcome interest in the affairs of his village.

N

Tayut Bithantuchu, a village held by Lord Bithan. The village Reeve is Amimo Bithan, earnest and good-hearted younger brother of the Lord. Footpaths lead through the surrounding low peaks to the villages of Boen Tayut and, in another direction, to Tayut Ninikaet. Young Bithan does his best in confronting the smugglers that use the footpaths to circumvent his brother’s law, but he also knows the village’s livelihood depends on their commerce.

O

Tayut Matiyamit, a village held by Lord Bithan. An old crone named Dzina Czuto runs things in the village. There is no Reeve. It is situated at the western-most end of the Czumunau, a great arête that extends high into the impassable mountains to the east. Old Dzina, something of a witch, is tolerated from above and below because she tolerates no nonsense and gets things done.

P

Dry Valley is unsettled, with footpaths to the southern approach well below Valleymeet. It is popular smuggler’s route and lawless wasteland filled with monsters and wild beasts. The head of Dry Valley is contested land

between Lords Bithan and Chánachutenon, and many battles have been fought there.

Q

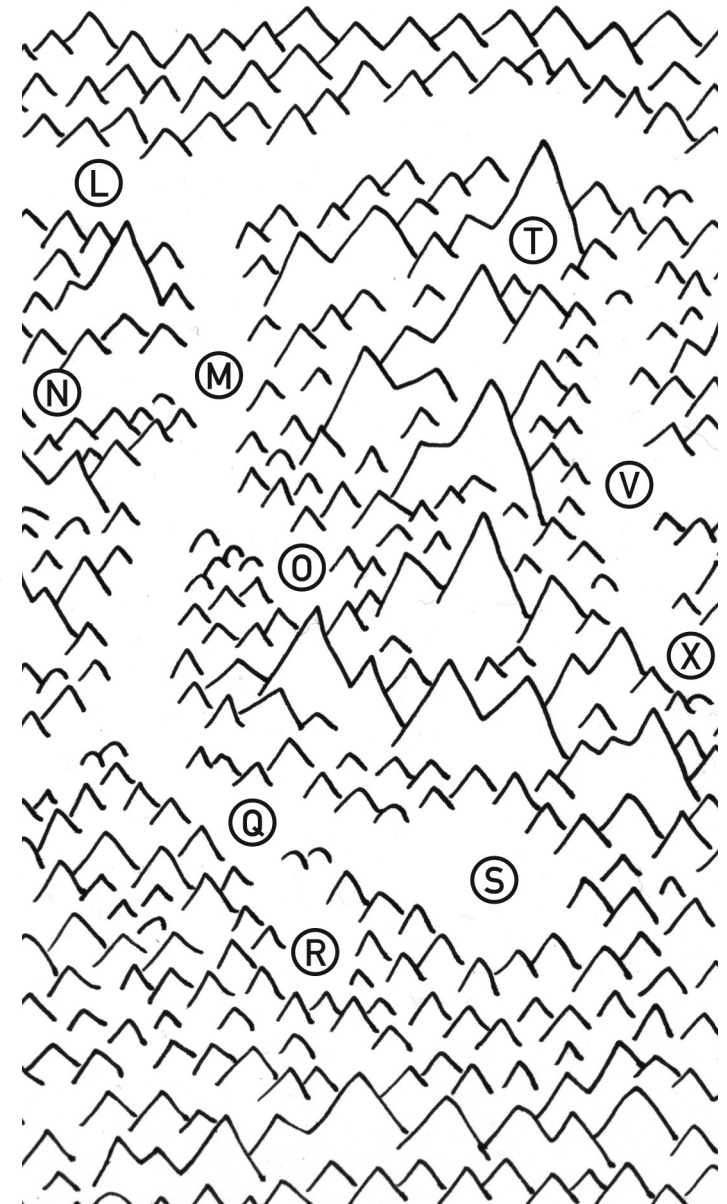
Tayut Chánachutenon-tuchu is a fortified village at the head of Black Valley, within Lord Chánachutenon’s domain. The knight in charge of the village is Nánú Chánachutenon, son of the Lord. Nánú fancies himself a hero and is eager to test his mettle. He is reviled by the peasants of Tayut Chánachutenon-tuchu as a cruel braggart. The area is noteworthy for a lake called Manadzomu, the “Lake of Death” - although it’s crystal clear waters are appealing, it lies in a depression that is filled with an invisible noxious gas that suffocates all who enter its area.

R

Othá Amichenon, also known as The Wall, an ancient fortress turned village at the tail of Black Valley. Held by Lord Chánachutenon, the knight in charge of the village is Dzinán Merátita. Merátita is in his winter years, an affable old codger and a font of knowledge about the surrounding mountains and their hazards. He has made an uneasy peace with something called “The Uchut” that lives - after a fashion - deep within the old fortress complex. The easy (but long) western approach to slopes of Nau Batonen begins above Othá Amichenon, although why anyone would want to go to that looted ruin is an open question.

S

Lord Dzin Chánachutenon’s fortress, known as the Hanging Tower, perches on a cliff far above the valley floor at the furthest tail-end of Long Valley. Lord Chánachutenon’s lands are isolated, the only exit straight through the territory of his more powerful enemy, Lord Bithan. With all his trade forced to be funneled through a rugged footpath to Ambin Temu’s little mercenary village of Rám, the fight with Bithan is costing more than Chánachutenon can afford. The scattered farmsteads that struggle on in the tower’s literal shadow are occupied by miserable people who live in fear of the peasant levy. Behind the Hanging Tower is a glacier that erupts in great gouts of steam and ash daily - astonishingly, there is an active volcano beneath it, and a menacing sulfurous cone of pillow lava has formed less than a day’s



hike east of the Tower. A sub-glacial lake has formed, and some day soon it will break through the glacier (an event known as a jökulhlaup) and flood the Hanging Tower, drowning the valley beneath it.

THE DEEP MOUNTAINS

T

Nau Tuthima is a jagged massif that dominates High Valley. Easily accessible from the green valley floor, Nau Tuthima is riddled with ancient, abandoned Dwarf-works that are in turn infested with monsters, who regularly spill out into High Valley. Travel in High Valley beneath "The Tooth" is extremely dangerous and there is almost no commerce or communication with the deep mountain Czichamot people as a result. A tribe of Dog People (known among themselves as gnolls) have staked a claim in the area, having migrated through the mountains from the north and found High Valley to their liking, with allies and servants in the vicinity of Nau Tithima. Their leader is Rachagh, the Brindled One.

U

At the eastern terminus of Long Valley is the village of Yichána Tayut, an isolated part of the domain of Lord Czichamot. Cut off from Czichamot's holdings by rugged mountains and Nechkethi Pass (and civilization) by the dangerous section of High Valley beneath Nau Tuthima, the village is effectively independent. The Reeve is Teor Káoyo, but he is incapacitated with sickness. His daughter Tanse Káoyo is nominally in charge. The village is constantly harassed by Rachagh's gnolls.

V

The dark walls of Othá Czichamot, the compact fortress of Lord Een Czichamot, straddles the intersection of Deep Valley and Entámicha Valley. The Deep Valley Lord rules a land few outsiders ever see. It takes courage to even get into his territory. Czichamot, unfettered by custom or force of law, is a horrific despot. To the north of Othá Czichamot is more fertile and sheltered terrain, ending in steep mountains. A dangerous footpath connects Deep Valley to High Valley west of Yichána Tayut. To the south, along a fast-flowing glacial river, are small farms and a wagon track all the way to Tayut

Muma. A double-saddled peak to the southwest of Othá Czichamot is said to be the home of the ancient white dragon Tamaaq, around whom a small cult has quietly existed for centuries.

W

Tayut Entámicha is the eponymous village at the foot of the Entámicha Valley. It is part of Lord Czichamot's deep mountain holdings. Tenan Czichamot, brother to the Lord, is the knight in charge here. he is hugely incompetent, and a peasant named TUNET quietly follows along behind him preventing various disasters. A peculiarly shaped mountain east of the village is said to be the home of a long-dormant Dwarven machine of unknown purpose, and occasionally long plumes of steam rise from the strangely notched peak.

X

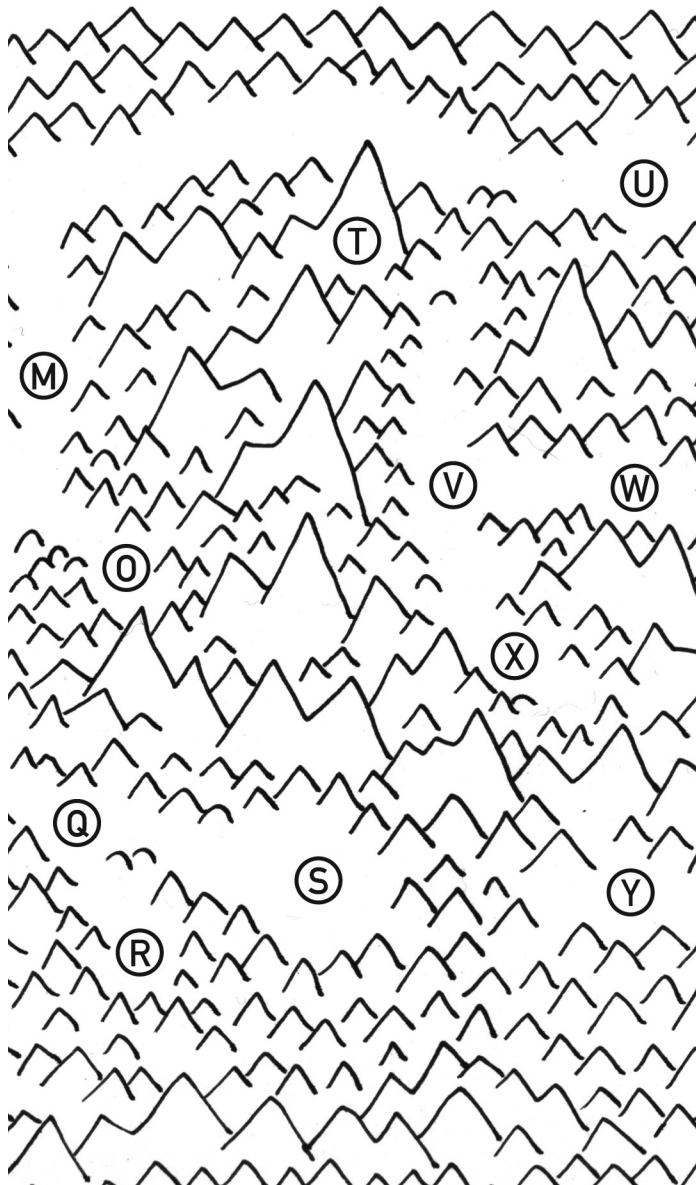
Tayut Muma sits at the southern end of Deep Valley, a region of bubbling thermal pools and geysirs. It is held by Lord Czichamot. Travel further south is impossible, as the massive ridge known as the Czumunau slices across the sky from east to west. The weak-willed Sánét Thomechetat, nephew of the Lord, is the knight nominally in charge here, but the real power is the Lord's wife, Dzuta, who has a private palace and considers Tayut Muma her horrific personal playground. Visitors are not necessarily immune to her cruelties, and

Y

Yeczána Mamit, a cirque deep in the mountains far beyond civilized territory. Although rumors persist that it is accessible by secret footpaths from Lord Chánachutenon's fortress, the journey to Yeczána Mamit would be a harrowing one in the best of circumstances, and for an unknown and possibly bitter reward.

Z

Nau Batonen, a prominent peak visible from the southern approach to Summit valley. Like all the large peaks in the region, the long-dead Dwarves carved vast galleries beneath Nau Batonen and left their treasure behind when they vanished. The mountain has been looted, and looted again, over the centuries, and today is little more than a nest for monsters.



ADVENTURE SEEDS

- War with the northern kingdom looms, and Nechkethi Pass is vulnerable. The King dispatches a party of soldiers, nobles, and diplomats to persuade the mountain Lords to supply troops for the defense of the pass. Each - Temu, Tichechkin, Bithan, Chánachutenon and Czichamot - are to supply a peasant levy of 100 men, ten men-at-arms to lead them, and a pair of mounted knights to garrison the Anchorhold. Dukes Tuchua and Czumu are to supply double these numbers. Will the Lords acquiesce? Will the troops arrive in time? How will factions already at war be persuaded to stand shoulder to shoulder? Will they be enough to turn back the largest force the north has ever assembled?
- Duke Tuchua's daughter Iku has vanished, a month before she was to marry the son of Duke Czumu to cement a badly-needed alliance. She was last seen with a boy named Sânet Thomechetat, nephew of Lord Czichamot. Iku needs to be found and quietly returned to Valleymeet in time to wed her intended. A scandal will unravel years of careful diplomacy and threaten peace in the district. Is it true love, was Iku abducted, or is something far more sinister going on?
- Teor, the exiled brother of Lady Tichechkin, frozen in the miserable cirque Umun Mamit, wants to move against his sorcerous sister. But to usurp her control of the Western Valleys will take manpower, and his agent, the beautiful and mysterious Senoe of Tuchunau, is in Ivorhold with the goal of hiring a mercenary force up to the task. Gold is scarce but the rewards of victory will be sweet indeed - the Lady's wealth is unparalleled, and a newly-minted Lord Teor will be very generous.
- Duke Czumu has sent one of his Reeves, Katre Meochmanon, down into the lowlands to recruit a group of experienced monster-hunters to track down and destroy a band of vicious Dog People that haunts High Valley. The Duke wants to settle deeper in the valley and the beasts are in his way. That the Dog People have claimed territory beneath Nau Tuthimo, perhaps the greatest ancient Dwarven freehold as yet unexplored, is only icing on the cake.
- An old scroll contains the map of a hidden Dwarven path to Yeczána Mamit, a mysterious cirque deep in the mountains. The map hints at great riches in the unexplored region. Just getting there will be an adventure in itself, and what undiscovered glories await?
- A gravidly pregnant young woman is doggedly making her way deeper into the mountains, alone, exhausted and ill-equipped. She met a man, he made certain promises, they had a tender moment and he was gone. Now she's quietly pursuing a "husband" who isn't worth the trouble, which is about to be considerable - he isn't who he said he was, and she isn't about to take "no" for an answer.
- The Captain of a mercenary company known as the Kotheput Marauders seeks men to act as scouts and soldiers for a campaign in the service of Lord Chánachutenon against his hated rival, Lord Bithan. Chánachutenon is in a tight spot and is paying top coin. But before the Kotheput Marauders can fight for him, they need to make their way down Long Valley - through Lord Bithan's own holdings. How is that going to work?
- Lord Temu needs his valley road cleared - mounted gangs of "customs inspectors", sent by Duke Tuchua, whose only purpose is to strangle commerce along the southern route and discourage smugglers. He needs these thugs dispersed, and he needs it done in a way that does not implicate him or his master, Czumu.
- A sickly old Dwarf - an uncommon sight in the region for the last 500 years - makes a desperate appeal. His only desire is to be buried in the ancestral tomb of his people, deep beneath Nau Tuchaninut. In exchange for taking him there, he will give his funeral party the key to a hidden treasure deep beneath the mountain. Of course this Dwarf is playing a dangerous double game, and far from looking forward to his own death, he hopes to bring forth a new and terrible kind of life...
- Lord Dzin Chánachutenon's Seneschal, Tan Nantete, is looking for engineers and wizards who can address an urgent problem - a sub-glacial volcano is threatening to destroy his Lord's castle, the Hanging Tower, and flood the valley beneath it. Somehow it must be cooled, silenced, made dormant, and the huge lake it has created under the ice safely drained. Lord Chánachutenon's enemies have heard about this problem, and are dispatching their own secret team to do exactly the opposite.
- A heavy, strongly locked box needs to be delivered from the lowlands to the monks at Anchorhold - without passing through any sort of customs inspection. They are paying well for the job! What's the best way to get it there, and what could cause them to go to such strange lengths to keep it secret?
- A charismatic sell-sword named Baman Bani has been ennobled by the King, and carries with him documents granting him control over Dry Valley, a hardscrabble stretch of no-mans-land between the holdings of Lords Bithan and Chánachutenon. He's looking for the ambitious free peasants, merchants, and the craftsmen necessary to build a defensible hold within Dry Valley. Lord Bani is paying with land grants and vague promises, but the potential of an improved road from the southern route into Long Valley is tempting. It could make many people rich, and change the balance of power in the Bithan-Chánachutenon war. Will a new Lord be welcomed by the two feuding occupants already entrenched in the region?
- Wealthy associates of a smuggler named Een Mátamin are eager to see him broken out of the cage in which he is currently languishing in the center of Tayut Nini-kaet, doomed to starve to death for a crime he did not commit. The real murderer of the two local girls is, according to the men paying for his freedom, a rival smuggler who has fled into the direction of Deep Valley. Mátamin will surely be eager to clear his name and return that villain for swift justice before Duke Czumu.
- A northern invasion is coming, and northern spies travel the valleys in many disguises. One in particular needs scouts - men with little use for principle but a great need for gold.

ENCOUNTERS & EVENTS

ALONG THE HIGH ROAD

Roll 1d10. In winter, add 4. In spring, add 2.

- 1 Earthquake
- 2 Merchants (roll on Merchant table)
- 3 Merchants (roll on Merchant table)
- 4 Merchants (roll on Merchant table)
- 5 Merchants (roll on Merchant table) in distress
- 6 Locals (Roll on Local table)
- 7 Cache (roll on cache table)
- 8 Locals (Roll on Local table)
- 9 Local Lord's patrol with a customs officer
- 10 A Witch or lunatic
- 11 Locals (Roll on Local table) in distress
- 12 Monks from the Anchorite Brotherhood
- 13 Wolves (1d8)
- 14 Giant

LONELY VALLEY FLOOR

Roll 1d10. In winter, add 4. In spring, add 2.

- 1 Earthquake and rockfall
- 2 Locals (Roll on Local table)
- 3 Cache (roll on cache table)
- 4 Merchants (roll on Merchant table)
- 5 Merchants (roll on Merchant table) in distress
- 6 Locals (Roll on Local table) in distress
- 7 Wolves (1d6)
- 8 Local Lord and retinue
- 9 Short-faced bear
- 10 Sudden storm and whiteout
- 11 Slab avalanche
- 12 Gnomes scouts for Rachagh (1d8)
- 13 Goblins (3d6 + 1 wizard)
- 14 A giant

AMONG THE PEAKS

Roll 1d10. In winter, add 4. In spring, add 2.

- 1 Earthquake and rockfall
- 2 Locals in distress
- 3 Cache (roll on cache table)
- 4 Yeti (1d4)
- 5 Goblins (2d6)
- 6 Troll
- 7 Wolves (1d4)
- 8 Rachagh's camp (1 leader, 2d6 gnolls, 2d6 cringing minions and slaves)
- 9 Short-faced bear sow and cubs (1 and 1d3 cubs)
- 10 Slab Avalanche
- 11 Sudden storm and whiteout
- 12 Massive icefall or rockslide
- 13 A pair of giants
- 14 The white dragon Tamaaq

CACHE

Roll 1d10. In mountains, add 4. In lonely valleys, add 2.

- 1 Smuggled goods worth 1d10 gp
- 2 Smuggled goods worth 1d10 sp
- 3 Supplies left by Anchorites for travelers in distress
- 4 Personal goods of a local
- 5 Hasty burial
- 6 Freshly caught game
- 7 Simple burial
- 8 Territorial marker of local Lord
- 9 Preserved food, tools and blankets
- 10 Mass grave
- 11 Cast iron pot full of silver coins (2d6x10 sp)
- 12 Preserved food, tools and blankets
- 13 A dugout shelter with a full larder
- 14 Weapons and armor

LOCALS

Roll 1d10. In mountains, add 4. In lonely valleys, add 2.

- 1 Local Lord and retinue
- 2 Mischievous children
- 3 Local magistrate or official
- 4 Prosperous farmer
- 5 Hardscrabble farmer
- 6 Witch, sorcerer, or madman
- 7 Hunting party (Knight and 1d10 peasants)
- 8 Religious procession (Priest and 1d6 acolytes)
- 9 Cattle drover with herd
- 10 Goatherd with flock
- 11 Bandits (1d6)
- 12 Smugglers (1d4)
- 13 Poachers (1d4)
- 14 Servants of the white dragon Tamaaq (1 priest and 1d10 cultists)

MERCHANTS

Roll 1d10. In lonely valleys, add 2.

- 1 A massive caravan heading up to the pass
- 2 A massive caravan heading down from the northern lands
- 3 A large ad hoc caravan, well protected
- 4 1d10 wealthy merchants with 1d4 guards each
- 5 A powerful local merchant with 2d6 well-trained guards
- 6 A party of entertainers hungry for bread, coin and safety
- 7 A dealer in religious or magical artifacts with 1d4 potent guards
- 8 A local merchant traveling with his family
- 9 1d6 young smugglers posing as merchants
- 10 A semi-crazed trapper who sells his furs and meat to passers-by
- 11 A smuggler whose best customers are monsters
- 12 The remains of a merchant party, picked over and scattered

NAMES

MALE NAMES (roll 1d20)

1. Een
2. Temu
3. Naum
4. Mumat
5. TUNET
6. Ren
7. Terim
8. Boen
9. Dzin
10. Sánet
11. Anan
12. Ranant
13. Baman
14. Teor
15. Mabete
16. Tiune
17. Eakem
18. Tenan
19. Tan
20. Katre

FEMALE NAMES (roll 1d20)

1. Rimika
2. Kunia
3. Tema
4. Eena
5. Nunea
6. Theba
7. Nini
8. Senoe
9. Tanse
10. Dzina
11. San
12. Tun
13. Muma
14. Anana
15. Bamene
16. Mabeta
17. Teora
18. Rameche
19. Rena
20. Aem

LOWLAND SURNAMES (roll 1d20)

1. Czuto
2. Lech
3. Czamin
4. Ánamem
5. Mámenan
6. Káoyo
7. Nema
8. Ábeno
9. Benma
10. Nanin
11. Tuchua
12. Mithamo
13. Kunio
14. Nabio
15. Abámot
16. Anio
17. Ámobin
18. Memuko
19. Metnano
20. Czumu

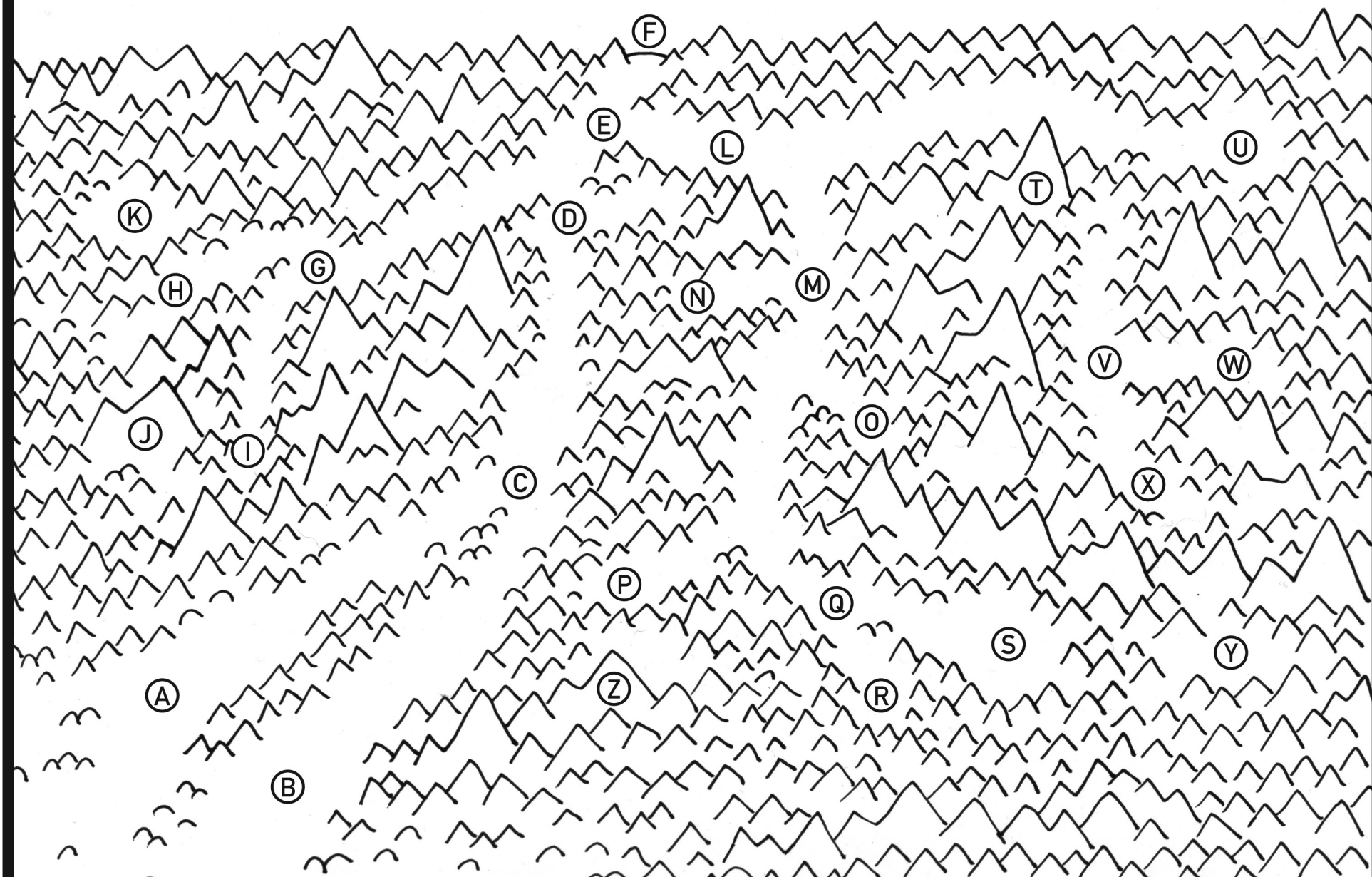
HIGHLAND SURNAMES (roll 1d20)

1. Nechkethi
2. Bithan
3. Czichamot
4. Techmitim
5. Nammonu
6. Michmeba
7. Chánachutenon
8. Udzataten
9. Taranam
10. Numanat
11. Meochmanon
12. Semchmikimo
13. Nechátetha
14. Entámicha
15. Naachmitám
16. Madzetemni
17. Merátita
18. Tichechkin
19. Manechu
20. Medzech

ABOUT THIS SETTING

Anchorhold was written by Jason Morningstar, ©2012. If you use this let me know! I'm jason@bullypulpitgames.com.

Anchorhold District



THANKS!

I hope you enjoyed Anchorhold. I certainly enjoyed bringing it to you and if you have comments—particularly if you play it—I would like to talk to you. I can be reached at jason@bullypulpitgames.com or @jmstar on Twitter.

None of this was done in a vacuum—there's a whole community of talented, generous, creative people out there making and sharing their work. I borrowed from a few and stole from many, who in turn eagerly did the same.

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